

Abstract

As communications busses become more generic, the handshaking
5 that occurs to provide communications become more complicated. The
constant checking of signal lines for a stable and debounced signal can
consume a considerable amount of overhead and greatly increase the
complexity of the design of the hardware. An independent debouncing
circuit 505 and 600 can be used to detect the presence of a stable and
10 debounced signal and notify an interface engine 320. A state machine 800
executing in the interface engine 320 uses the stable and debounced
signals to control operation of a peripheral connected to the bus by
monitoring signals passed on the bus.